

EXHIBIT B-2

Quarter	Revenue Period	Platform	Sales Period	Net Royalty	Bates
2022 Q4	Oct-22	Soft Source	Oct-22	\$20,000.00	DIGERATI_000030-DIGERATI_000031
2022 Q4	Oct-22	Merge	Oct-22	\$30,000.00	
2022 Q4	Oct-22	Fanatical	Sep-22	\$306.39	
2022 Q4	Oct-22	Steam	Sep-22	\$75,205.59	
2022 Q4	Oct-22	Epic	Sep-22	\$239.03	
2022 Q4	Nov-22	GOG	Sep-22	\$580.03	
2022 Q4	Nov-22	Steam	Oct-22	\$10,474.44	
2022 Q4	Nov-22	Steam	Oct-22	\$88.02	
2022 Q4	Nov-22	Humble	Sep-22	\$104.12	
2022 Q4	Nov-22	Humble	Oct-22	\$299.23	
2022 Q4	Nov-22	Greenman	Sep-22	\$3,160.02	
2022 Q4	Nov-22	Epic	Oct-22	\$113.26	
2022 Q4	Dec-22	Sony Europe	Nov-22	\$720.65	
2022 Q4	Dec-22	Steam	Nov-22	\$3,386.34	
2022 Q4	Dec-22	Sony America	Nov-22	\$1,638.43	
2022 Q4	Dec-22	Humble	Nov-22	\$132.46	
Total 2022 Q4					\$146,448.01
2023 Q1	Jan-23	Greenman Gaming	Oct-22	\$1,632.23	DIGERATI_000032-DIGERATI_000033
2023 Q1	Jan-23	Sony Europe	Dec-22	\$2,022.76	
2023 Q1	Jan-23	Nintendo Switch	Dec-22	\$33,046.90	
2023 Q1	Jan-23	Steam	Dec-22	\$4,306.52	
2023 Q1	Jan-23	Sony America	Dec-22	\$7,780.58	
2023 Q1	Jan-23	Epic	Dec-22	\$236.03	
2023 Q1	Jan-23	Fanatical	Oct-22	\$71.52	
2023 Q1	Jan-23	Fanatical	Nov-22	\$60.88	
2023 Q1	Jan-23	Fanatical	Dec-22	\$293.52	
2023 Q1	Feb-23	GOG	Q4 2022	\$458.05	
2023 Q1	Feb-23	Nintendo Switch	Jan-23	\$3,152.18	
2023 Q1	Feb-23	Steam	Jan-23	\$936.77	
2023 Q1	Feb-23	Sony Europe	Jan-23	\$305.03	
2023 Q1	Feb-23	Epic	Jan-23	\$96.98	
2023 Q1	Feb-23	Sony America	Jan-23	\$1,013.87	
2023 Q1	Mar-23	Nintendo Switch	Feb-23	\$2,128.33	
2023 Q1	Mar-23	Sony Europe	Feb-23	\$385.02	
2023 Q1	Mar-23	Steam	Feb-23	\$75.99	
2023 Q1	Mar-23	Humble	Dec-22	\$118.83	
2023 Q1	Mar-23	Humble	Jan-23	\$0.00	
2023 Q1	Mar-23	Humble	Feb-23	\$106.95	
2023 Q1	Mar-23	Sony America	Feb-23	\$1,976.41	
Total 2023 Q1					\$60,205.35

Period	Net Revenue	DRP Gross	During Recouping Period		ARP Gross	After Recouping Period		Digerati Total	Conradical Total	Bates
			Digerati 80% Revenue Share	Conradical 20% Revenue Share		Digerati 50% Revenue Share	Conradical 50% Revenue Share			
Q4 2022	\$146,448.01	\$120,000.00	\$96,000.00	\$24,000.00	\$26,448.01	\$13,224.01	\$13,224.01	\$109,224.01	\$37,224.01	DIGERATI_000030-DIGERATI_000031
Q1 2023	\$60,205.35	0	\$0.00	\$0.00	\$60,205.35	\$30,102.68	\$30,102.68	\$30,102.68	\$30,102.68	DIGERATI_000032-DIGERATI_000033



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The Outbound Ghost Sales Royalty Report for Q4 2022
(reported according to when royalties were received by Digerati)

	Sales Platform	Units Sold	Gross Sales (\$ unless stated)	Net Royalty Received from Platform (\$)	Digerati Royalty Share (\$)	Developer Royalty Share (\$)
Q4 2022						
Oct						
	Soft Source Pte Ltd (Maxsoft) (contingent on launch)	MG pmt	20,000.00	20,000.00	16,000.00	4,000.00*
	Merge Games	MG pmt	30,000.00	30,000.00	24,000.00	6,000.00*
	Fanatical (Sep sales)	29	456.18	306.39	245.11	61.28*
	Steam (Sep sales)	8055	123,198.91	75,205.59	<i>see below</i>	<i>see below</i>
			<i>of which</i>	69,693.61	55,754.89	13,938.72*
			<i>and</i>	5,511.98	2,755.99	2,755.99
	Epic (Sep sales)	<i>not reported</i>	<i>not reported</i>	239.03	119.52	119.52
Nov						
	GOG (Q3 ie. Sep sales)	65	881.07	580.03	290.02	290.02
	Steam (Oct sales)	1072	18,385.48	10,474.44	5,237.22	5,237.22
	Steam (recouped Steam Direct fee - Oct sale)	N/A	88.02	88.02	44.01	44.01
	Humble (Sep sales)	10	147.40	104.12	52.06	52.06
	Humble (Oct sales)	26	419.03	299.23	149.62	149.62
	Greenman Gaming (Sep sales)	413	<i>various</i>	3,160.02	1,580.01	1,580.01
	Epic (Oct sales)	<i>not reported</i>	<i>not reported</i>	113.26	56.63	56.63

	Sales Platform	Units Sold	Gross Sales (\$ unless stated)	Net Royalty Received from Platform (\$)	Big Sugar 30% Royalty Share(\$)	Developer 70% Royalty Share (\$)
Dec						
	Sony Europe (SIEE) (Nov sales)	60	€692.15	720.65	360.33	360.33
	Steam (Nov sales)	387	5,628.42	3,386.34	1,693.17	1,693.17
	Sony America (Nov sales)	115	2,341.18	1,638.43	819.22	819.22
	Humble (Nov sales)	12	184.21	132.46	66.23	66.23
				Total Developer Royalty Share		\$ 37,224.03

Notes:

- (1) Sales are recorded in the month payment is received by Digerati, not in the month the sales take place. For example, September saw sales for Steam, Fanatical, Epic, GOG, Humble and Greenman Gaming, however these were not reported until October (or later) with payment similarly not being received until October (or later). Thus September sales are recorded in October (or later) and therefore fall under Q4 for reporting purposes.
- (2) For further clarity, reporting and payment terms from the main platforms are:
- Steam, Sony Europe, Sony America, Nintendo and Epic report and pay the month after sales take place;
 - Microsoft usually reports the month after sales take place. Payment is received two months after sales take place;
 - The minor platforms (eg. Fanatical, Humble, Greenman Gaming, Nuuvem, etc) usually report the month after sales take place. Payment however is subject to minimum payment thresholds, hence on occasions we can see up to 2, 3, 4 months or even longer before we receive a payment from these platforms. To avoid confusion, we only record such sales once a payment is received (such as in the report above, where Humble sales for both September and October are reported in November, which is when the payment was received)
 - GOG report and pay quarterly (Q1 reported and paid in May, Q2 in Aug, Q3 in Nov and Q4 in Feb). GOG sales are therefore recorded in these months when reports and payments are received..
- (3) Initial sales for The Outbound Ghost (marked * above) were subject to recouping. Under the terms of the Distribution Agreement, Digerati's royalty share was 80% and the Developer share was 20%. Advances and expenses were fully recouped from the initial Steam sales, hence part of these sales were subject to the 80/20 split, with the remainder split according to the regular 50% / 50% split



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The Outbound Ghost Sales Royalty Report for Q1 2023

	Sales Platform	Units Sold	Gross Sales (\$ unless stated)	Net Royalty Received from Platform (\$)	Digerati Royalty Share (\$)	Developer Royalty Share (\$)
Q1 2023						
Jan						
	Greenman Gaming (Oct Sales)	260	<i>various</i>	1,632.23	816.12	816.12
	Sony Europe (SIEE) (Dec sales)	158	€1,886.65	2,022.76	1,011.38	1,011.38
	Nintendo Switch (Dec sales)	2234	47,218.10	33,046.90	16,523.45	16,523.45
	Steam (Dec sales)	655	7,475.91	4,306.52	2,153.26	2,153.26
	Sony America (SIEA) (Dec sales)	528	11,157.25	7,780.58	3,890.29	3,890.29
	Epic (Dec sales)	<i>not reported</i>	<i>not reported</i>	236.03	118.02	118.02
	Fanatical (Oct sales)	6	104.57	71.52	35.76	35.76
	Fanatical (Nov sales)	5	88.95	60.88	30.44	30.44
	Fanatical (Dec sales)	24	436.26	293.52	146.76	146.76
Feb						
	GOG (Q4 2022 sales)	50	686.62	458.05	229.03	229.03
	Nintendo Switch (Jan sales)	196	4,503.40	3,152.18	1,576.09	1,576.09
	Steam (Jan sales)	142	1,639.20	936.77	468.39	468.39
	Sony Europe (SIEE) (Jan sales)	21	€293.09	305.03	152.52	152.52
	Epic (Jan sales)	<i>not reported</i>	<i>not reported</i>	96.98	48.49	48.49

	Sales Platform	Units Sold	Gross Sales (\$ unless stated)	Net Royalty Received from Platform (\$)	Big Sugar Royalty Share(\$)	Developer Royalty Share (\$)
Feb (cont.)						
	Sony America (SIEA) (Jan sales)	61	1,523.60	1,013.87	506.94	506.94
Mar						
	Nintendo Switch (Feb sales)	152	3,040.31	2,128.33	1,064.17	1,064.17
	Sony Europe (SIEE) (Feb sales)	35	€359.23	385.02	192.51	192.51
	Steam (Feb sales)	10	158.68	75.99	38.00	38.00
	Humble (Dec sales)	9	166.27	118.83	59.42	59.42
	Humble (Jan sales)	0	0.00	0.00	0.00	0.00
	Humble (Feb sales)	8	150.02	106.95	53.48	53.48
	Sony America (SIEA) (Feb sales)	145	2,849.86	1,976.41	988.21	988.21
				Total Developer Royalty Share		\$ 30,102.73